

































-  Secrets
-  ABAP
-  Apex
-  C
-  C++
-  CloudFormation
-  COBOL
-  C#
-  CSS
-  **Flex**
-  Go
-  HTML
-  Java
-  JavaScript
-  Kotlin
-  Kubernetes
-  Objective C
-  PHP
-  PL/I
-  PL/SQL
-  Python
-  RPG
-  Ruby
-  Scala
-  Swift
-  Terraform
-  Text
-  TypeScript
-  T-SQL
-  VB.NET
-  VB6
-  XML



Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

- All rules 76
-  Vulnerability 5
-  Bug 9
-  Security Hotspot 1
-  Code Smell 61


Tags ▾

Search by name... 


Security.allowDomain(...) should only be used in a tightly focused manner

 Vulnerability

The flash.system.Security.exactSettings property should never be set to false

 Vulnerability


Dynamic classes should not be used

 Code Smell


"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed

 Vulnerability


"default" clauses should be first or last

 Code Smell


Event types should be defined in metadata tags

 Code Smell


Event names should not be hardcoded in event listeners

 Code Smell


The special "star" type should not be used

 Code Smell


Variables of the "Object" type should not be used

 Code Smell

Methods should not be empty

 Code Smell

Constant names should comply with a naming convention

 Code Smell

All branches in a conditional structure should not have exactly the same implementation

 Bug

All branches in a conditional structure should not have exactly the same implementation

Analyze your code

 Bug  Major 

Having all branches in a switch or if chain with the same implementation is an error. Either a copy-paste error was made and something different should be executed, or there shouldn't be a switch/if chain at all.

Noncompliant Code Example

```
if (b == 0) { // Noncompliant
    doOneMoreThing();
} else {
    doOneMoreThing();
}

int b = a > 12 ? 4 : 4; // Noncompliant

switch (i) { // Noncompliant
    case 1:
        doSomething();
        break;
    case 2:
        doSomething();
        break;
    case 3:
        doSomething();
        break;
    default:
        doSomething();
}
```










Exceptions

This rule does not apply to if chains without else-s, or to switch-es without default clauses.

```
if(b == 0) { //no issue, this could have been done on previous line
    doSomething();
} else if(b == 1) {
    doSomething();
}
```

Available In:

sonarcloud  | **sonarqube** 

<div>Classes that extend "Event" should override "Event.clone()"</div> <div> Bug</div>
<div>Constructors should not dispatch events</div> <div> Bug</div>
<div>"ManagedEvents" tags should have companion "Event" tags</div> <div> Bug</div>
<div>Objects should not be instantiated inside a loop</div> <div> Code Smell</div>
<div>Two branches in a conditional structure should not have exactly the same implementation</div> <div> Code Smell</div>
<div>Constructor bodies should be as lightweight as possible</div> <div> Code Smell</div>
<div>Only "while", "do" and "for" statements should be labelled</div> <div> Code Smell</div>
<div>Statements, operators and keywords specific to ActionScript 2 should not be used</div> <div> Code Smell</div>
<div>"for" loop stop conditions should be invariant</div> <div> Code Smell</div>
<div>Unused function parameters should be removed</div>